



# How to Implement & Improve a **HACKATHON**

by Nafisa Tabassum

# Introduction

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## **prevalance of hackathons in tech**

In search of creative solutions, current technology industry often organizes large scale hackathons, while giving participants a way to connect and innovate solutions.

## **community initiatives**

While many students are interested in technology early on, hackathons can provide a platform to express their creativity and increase their exposure to the field.

## **school-based hackathon**

For example, at Carteret High School, last year, we initiated our first hackathon named Pitch4Impact, involving numerous participants, visitors and judges.

## **emphasis on problem solving**

The foundation of the project was identifying community issues, and proposing solutions. While it gave students a platform to show their skills, the community impact was equally valuable.



# Steps

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Propose the project to school administrator

Create a scoring rubric

Find a platform to manage registrations & notifications

host a display

Invite visitors

Recruit judges

Create feedback forms for visitors

Announce winners

# Scoring Rubric

| Category                   | Description                                                                                                                     | Maximum Points |
|----------------------------|---------------------------------------------------------------------------------------------------------------------------------|----------------|
| Creativity and originality | How unique, innovative or fresh the idea of the project is / how well it stands out from the others.                            | <b>15</b>      |
| Relevance to theme         | How well the proposal follows the participant's chosen category of Health, Engineering/technology, Business or Social policies. | 5              |
| Identifying problem        | How well the project solves / raises awareness for a problem that is present in the world.                                      | 10             |
| Visuals                    | How well is the graphics/design of the presentation or app/website.                                                             | 10             |
| Solution practicality      | How well the project explains and solves the identified problem.                                                                | 10             |

# Display Ideas

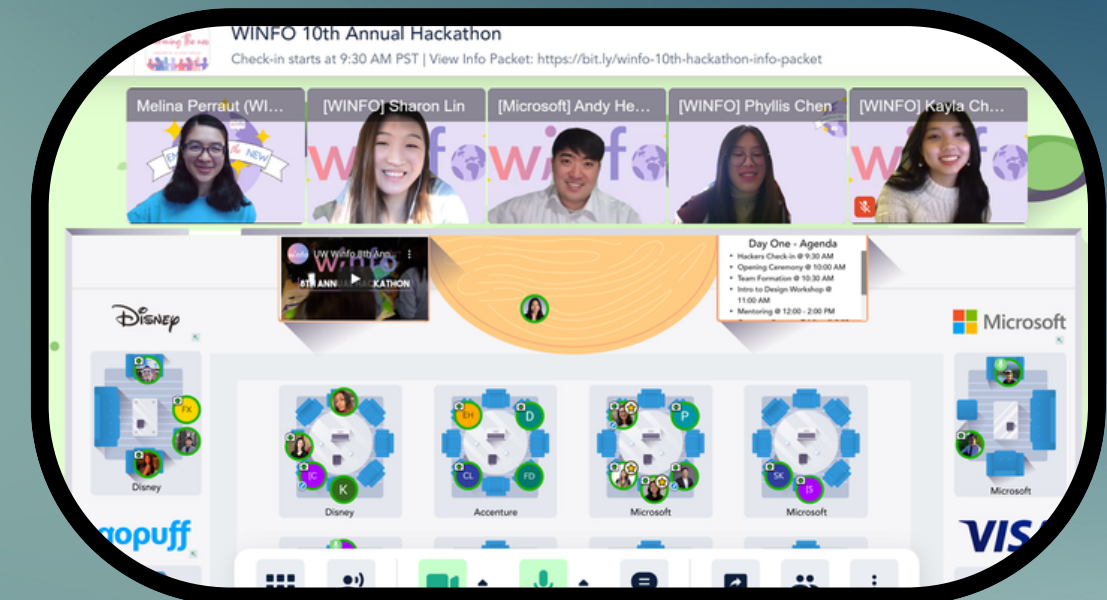
## In-person

- School library
- Each group divided in stations
- Other teachers being invited along with their classes
- Anonymous judges scores the projects
- Audiences fill out a post-visit survey to share feedback



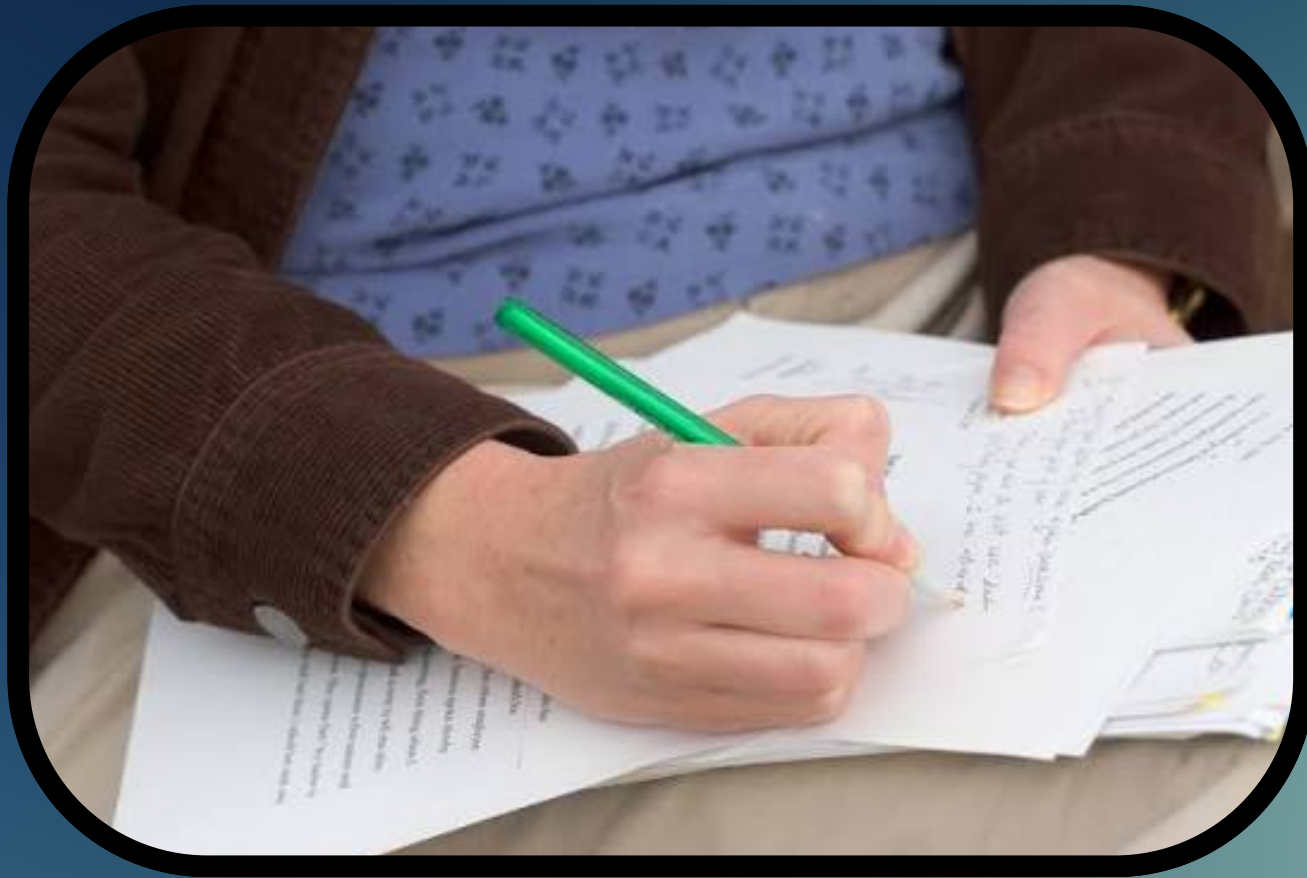
## Online

- Zoom/Google Meet
- Each Group takes turn to present
- Link can be shared to people who are interested to visit
- anonymous judges scores the project
- An online survey is given at the end of the meeting



# Judging

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- 5 judges were selected to score out of the maximum points stated in rubric
- Each team received 5 grades on each rubric category.
- To determine the total points, we first added the individual project scores from each judge and averaged the scores from one group at a time.

# Potential Improvements

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## Management

- Securing a platform
- Assigning leadership roles
- Early planning

## Outreach

- Offering assistance
- Open to beginners
- involving different schools

## Promotion

- flyers
- school announcements
- prizes



**THANK YOU**